

# Course 1 – Design Studio: Residential Spaces

(Practical)

Course Type	Credits	Hours	Assessment	T-P-Pr
Core	4	120	100	1-3

## Course Learning Outcomes (CLOs)

<b>CLO 1</b>	Define residential spaces and the functional and aesthetic requirements of a residence.
<b>CLO 2</b>	Create a brief for a residential project
<b>CLO 3</b>	Apply the design process to design an interior space in accordance to a client's requirement
<b>CLO 4</b>	Select appropriate furniture and materials based on functional, aesthetic, and budget considerations.
<b>CLO 5</b>	Apply the knowledge of materials and visual communication to communicate ideas and concepts

## Course Content

Module	Course Content	Hours	CLO	Module Learning Outcome	Assignments
1.1	<b><u>Introduction to Residential Design</u></b> <ul style="list-style-type: none"> <li>Definition of a residence</li> <li>Functions and Privacy in a home</li> <li>Types of residences</li> <li>Factors affecting residential satisfaction</li> </ul>	5	CLO1	<ol style="list-style-type: none"> <li>Describe what is a residence</li> <li>Identify the various functions performed in a residence and the degree of privacy required for each.</li> <li>Identify the various types of residences.</li> <li>Describe factors which affect residential satisfaction.</li> </ol>	
1.2	<b><u>Project: Studio Apartment</u></b> <ul style="list-style-type: none"> <li>Overview of studio apartments</li> <li>Advantages and disadvantages of designing a studio apartment</li> <li>Understanding the needs of the client and their lifestyle</li> <li>Analysis of space and layout</li> </ul>	5	CLO2	<ol style="list-style-type: none"> <li>Explain what is a studio apartment.</li> <li>Discuss the advantages and disadvantages of a studio apartment.</li> <li>Analyse the client's lifestyle and its influences on the design choices.</li> <li>Develop a design brief.</li> </ol>	
1.3	<b><u>Project Research</u></b> <ul style="list-style-type: none"> <li>Profiling of the client for whom the apartment is to be designed</li> <li>Study of site/space</li> <li>Data collection of the anthropometric and ergonomic data related to the client</li> <li>Case study of a similar space</li> </ul>	20	CLO2 CLO3	<ol style="list-style-type: none"> <li>Create a detailed profile of the client including – age, profession, personal habits and preferences.</li> <li>Study the context, dimensions and type of site.</li> <li>Collect relevant anthropometric data and materials and finishes.</li> <li>Study the design of similar spaces through a case study.</li> </ol>	

1.4	<b>Analysis and Synthesis of the research data</b> <ul style="list-style-type: none"> <li>Inferring relevant information from the collected data</li> <li>Creating a list of design requirements and restrictions based on the data</li> </ul>	10	CLO3 CLO4	1. Identify meaningful information from data. 2. Recognize the physical and psychological requirements of a client. 3. Convert the abstract information collected into a visual format like a mind-map.	
1.5	<b>Design Solution: Ideation</b> <ul style="list-style-type: none"> <li>Client Board</li> <li>Mood board</li> <li>Concept drawings: bubble, block diagrams, adjacencies</li> </ul>	20	CLO4 CLO5	1. Create a mood board based on the psychological needs of the client 2. Ideate solutions for the design problem in the form of free-hand sketches drawings.	
1.6	<b>Presentation drawings</b> <ul style="list-style-type: none"> <li>Layout plan,</li> <li>Sectional elevations,</li> <li>3-dimensional view</li> </ul>	25	CLO3 CLO5	1. Prepare drawings for the approval of the client. 2. Present the design solution – verbally and visually.	
1.7	<b>Working Drawings</b> <ul style="list-style-type: none"> <li>Flooring</li> <li>Ceiling</li> <li>Furniture details</li> </ul>	25	CLO4 CLO5	1. Prepare drawings for the execution of a design	
1.8	<b>Documentation</b> <ul style="list-style-type: none"> <li>Details of materials and finishes to be used.</li> </ul>	10	CLO4 CLO5	1. Prepare relevant documents and boards for presenting the complete solution to the client.	

### Design Project:

Design a 500 sq. ft. studio apartment that aligns with the lifestyle, needs, and personality of any fictional character of your choice. This project aims to integrate practical design solutions with an aesthetic that reflects the character of client chosen. Consider the following points while designing:

- Client Board:** create a client board on the following basis:
  - Character Selection:** Begin by selecting a fictional character with a distinct personality, lifestyle, and needs. Consider their background, preferences, and any specific traits that will influence the design.
  - Client Profile:** Provide a detailed profile of the chosen character. This should include information about their age, occupation, hobbies, daily routines, and any special requirements they might have (e.g., a writer needing a quiet workspace).
- Lifestyle and Needs Analysis:** Analyse the character's lifestyle and needs. For instance, if your character is an artist, they might require a spacious area for their art supplies. If they are a tech enthusiast, integrating smart home features could be important.
- Aesthetic Considerations:** Define the aesthetic that reflects the character's personality. Is the character contemporary, classic, bohemian, or minimalist in their style preferences? Specify colour schemes, materials, and overall design themes that resonate with the character.
- Space Utilization:** Given the limited space of 500 sq. ft., outline how each area of the apartment will be used. Consider functional zoning, such as sleeping, dining, working, and relaxation areas. Ensure that the layout maximizes both aesthetics and functionality.
- Furniture and Fixtures:** List the specific furniture and fixtures that will be incorporated into the design. Mention any custom-made items or unique pieces that align with the character's taste.
- Storage Solutions:** Discuss storage options, especially if the character has specific storage needs. This could include built-in cabinets, hidden storage, or creative storage solutions that blend seamlessly with the design.

- **Lighting Design:** Detail the lighting plan to create the desired ambience. Different areas may require various lighting types, such as task lighting for workspaces and ambient lighting for relaxation areas.
- **Material Selection:** Specify the materials for flooring, walls, and countertops. Consider the durability and ease of maintenance, aligning them with the character's lifestyle.